Abstract of the Disclosure

A method for text editing utilizes hand drawn objects and various user-definable connections between those objects and various contexts of those objects to implement and control text editing functions. A software application receives inputs from a touch screen or tablet, mouse, trackball, or other manual input device, and identifies and interprets the hand drawn inputs as onscreen objects that embody functions or information defined by the user. Also, arrows and lines may be hand drawn as needed to select text and convey transactions between the onscreen objects in accordance with user defined parameters and rules. The hand drawn inputs may also comprise numerals or letters. The onscreen objects and arrows and lines include functions or transactions that are applied to text displayed and stored in the electronic device, whereby the text may be edited, formatted, or otherwise changed in accordance with the inputs of the user.